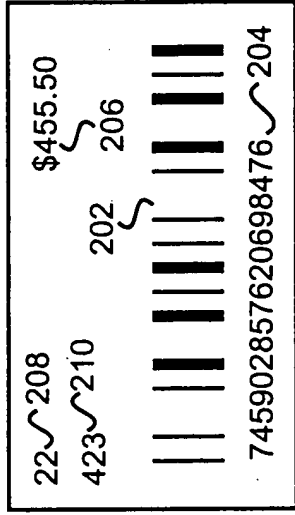


Figure 1

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Figure 2

302. OT 260 "Popcorn" Steps 1, 2, 3: GDAP, SAS, and others (based on Game config)
 Step 3: SAS
 Game to Sentinel/Sentinel to Game = native Game protocol.
 Sentinel to System process:
 a. Sentinel to DPU (GDAP)
 b. DPU to Poller (GDAP)
 c. Poller to System/Database (OASIS - GDAP)

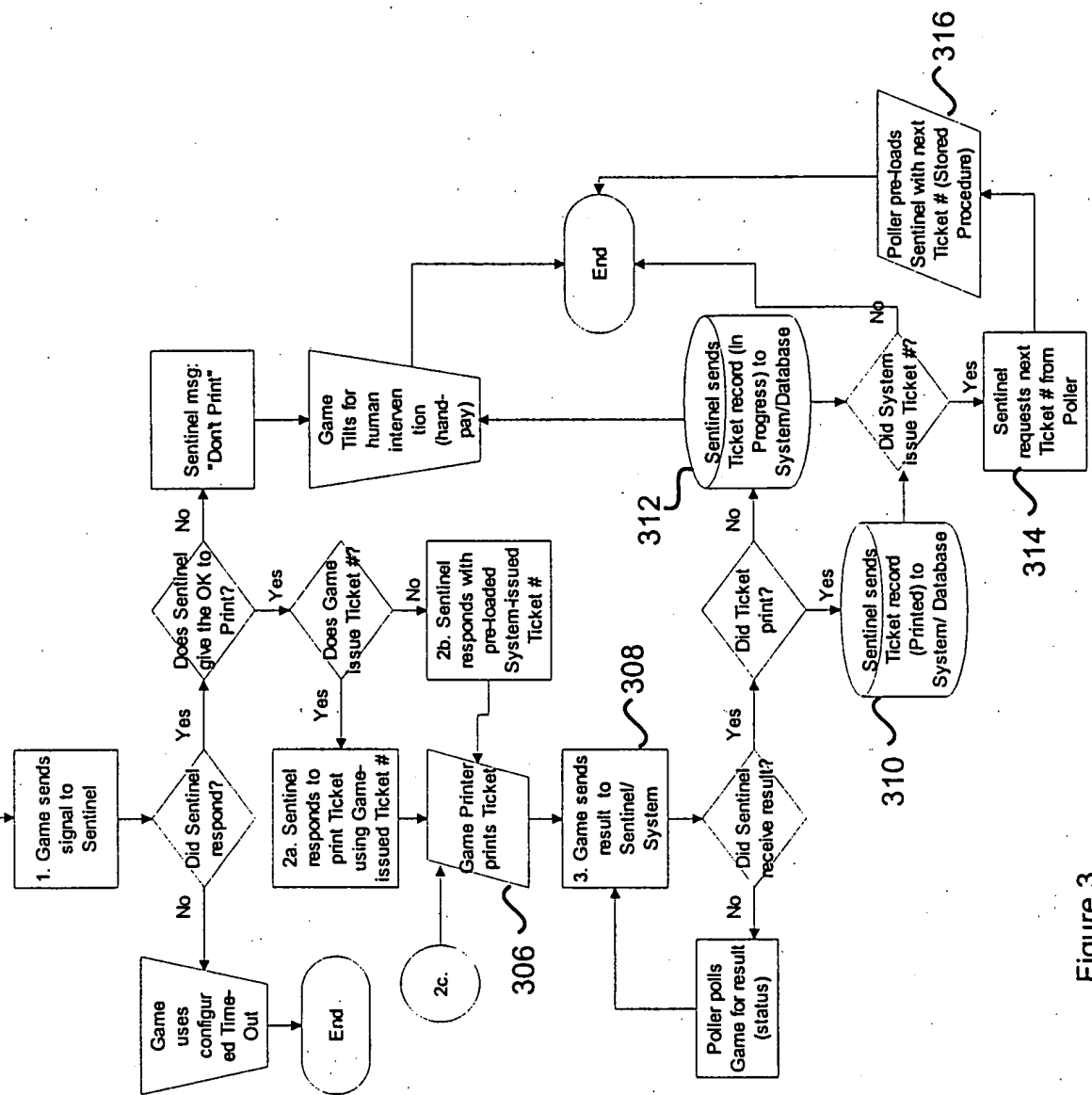
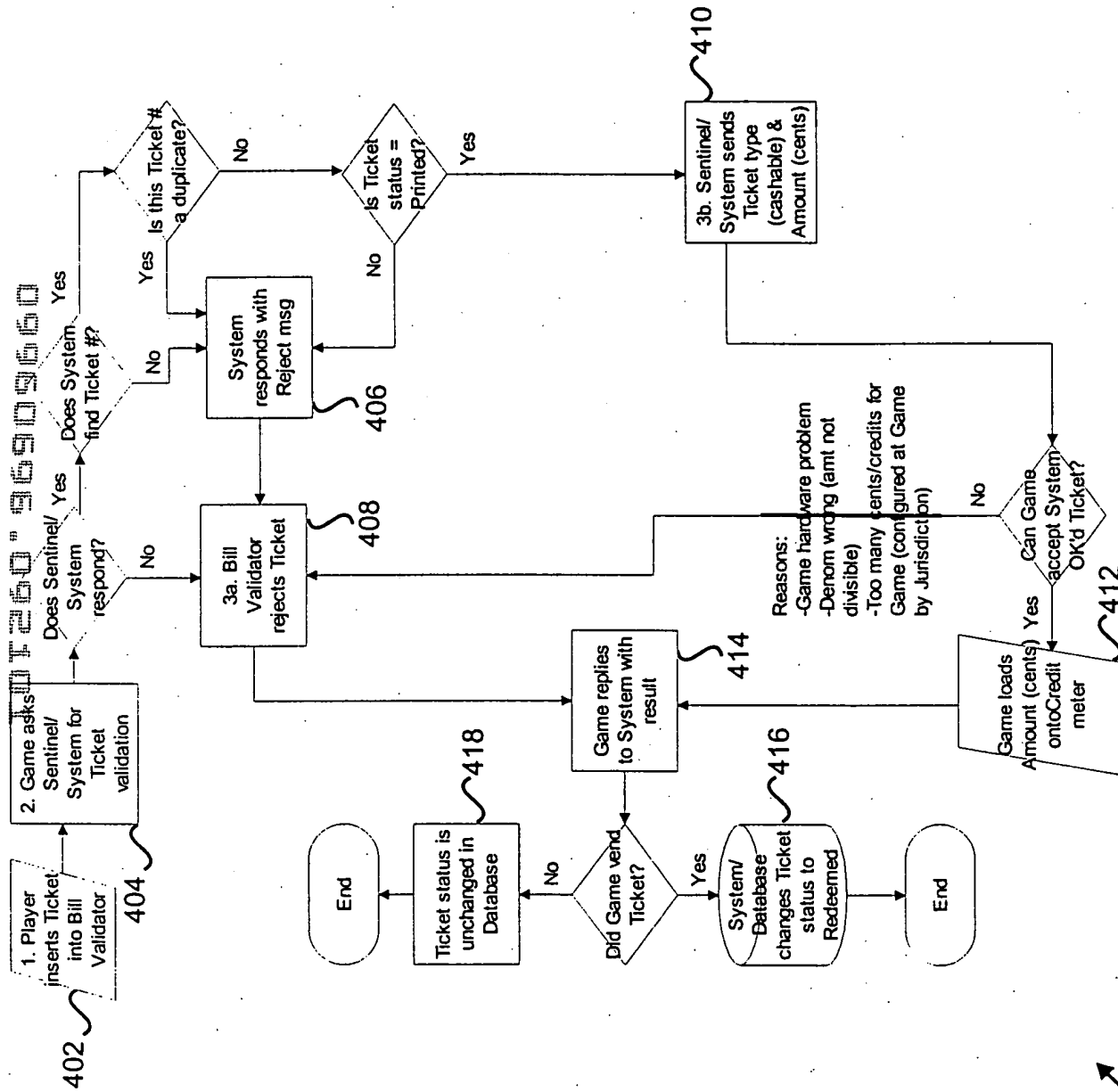


Figure 3



Protocol notes:
 Game to Sentinel/Sentinel to Game = native Game protocol
 Sentinel to DPU = GDAP
 DPU to Poller = GDAP
 Poller to OASIS System = OASIS

Figure 4

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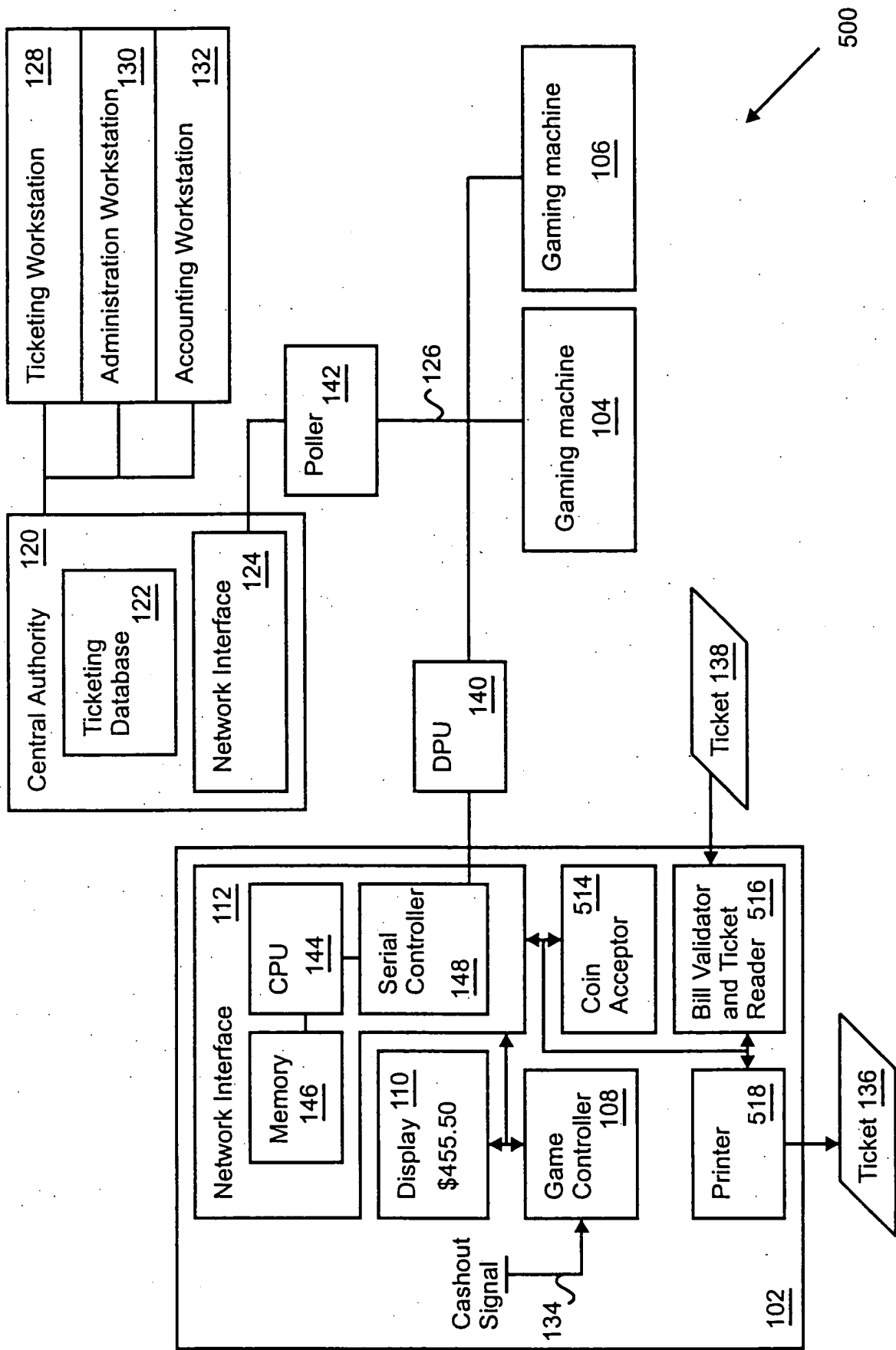


Figure 5